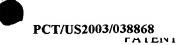That which is claimed is:

1.   A method, comprising:

receiving an input signal;

extracting a haptic code from the input signal, the haptic code being associated with a haptic logo; and

providing a control signal to an actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo.

2.   The method of claim 1 wherein the haptic logo is associated with a status event.

3.   The method of claim 2 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

4.   The method of claim 1 wherein the haptic effect is output to a handheld communication device.

5.   A method, comprising:

receiving an input signal associated with a chat message;

causing an avatar associated with the chat message to be displayed on a handheld communication device; and

outputting a control signal to an actuator coupled to the handheld communication device, the control signal configured to cause the actuator to output a haptic effect associated with the chat message.

6.   The method of claim 5 further comprising extracting a haptic code from the input signal, the control signal being based at least in part on the haptic code.

7.   The method of claim 5 further comprising correlating the haptic effect is with an expression of the avatar.

8.   A computer-readable medium on which is encoded program code, comprising:

program code for receiving an input signal;

program code for extracting a haptic code from the input signal, the haptic code being associated with a haptic logo; and

program code for providing a control signal to an actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo.

9.   The computer-readable medium of claim 8 wherein the haptic logo is associated with a status event.

10. The computer-readable medium of claim 9 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

11. The computer-readable medium of claim 8 wherein the haptic effect is output to a handheld communication device.

12. A computer-readable medium on which is encoded program code, comprising:

program code for receiving an input signal associated with a chat message;

program code for causing an avatar associated with the chat message to be displayed on a handheld communication device; and

program code for outputting a control signal to an actuator coupled to the handheld communication device, the control signal configured to cause the actuator to output a haptic effect associated with the chat message.

13. The computer-readable medium of claim 12 further comprising program code for extracting a haptic code from the input signal, the control signal being based at least in part on the haptic code.

14. The computer-readable medium of claim 12 further comprising program code for correlating the haptic effect is with an expression of the avatar.

15. A data stream embodied in a carrier signal, carrying instructions to:

receive an input signal;

extract a haptic code from the input signal, the haptic code being associated with a haptic logo; and

provide a control signal to an actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo.

16. A data stream embodied in a carrier signal, carrying instructions to:

receive an input signal associated with a chat message;

cause an avatar associated with the chat message to be displayed on a handheld communication device; and

output a control signal to an actuator coupled to the handheld communication device, the control signal configured to cause the actuator to output a haptic effect associated with the chat message.

17. An apparatus, comprising:

a processor;

an actuator in communication with the processor; and

a memory in communication with the processor, the memory storing program code executable by the processor, including:

program code for receiving an input signal;

program code for extracting a haptic code from the input signal, the haptic code being associated with a haptic logo; and

program code for providing a control signal to the actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo.

18. The apparatus of claim 17 wherein the actuator is coupled to a handheld communication device.

19. The apparatus of claim 18 wherein the handheld communication device includes one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

20. The apparatus of claim 17 wherein the haptic logo is associated with a status event.

21. The apparatus of claim 20 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

22. The apparatus of claim 17 wherein the memory further stores a haptic lookup table associating a plurality of haptic codes each with a control signal.

23. The apparatus of claim 22 wherein the memory further stores program code to download the haptic lookup table from a remote source.

24. The apparatus, comprising:

a processor;

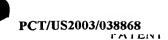a display module in communication with the processor;

an actuator in communication with the processor; and

a memory in communication with the processor, the memory storing program code executable by the processor, including:

program code for receiving an input signal associated with a chat message;

program code for causing an avatar associated with the chat message to be displayed on the display module; and

program code for outputting a control signal to the actuator, the control signal configured to cause the actuator to output a haptic effect associated with the chat message.

25.   The apparatus of claim 24 wherein the actuator is coupled to a handheld communication device.

26.   The apparatus of claim 25 wherein the handheld communication device includes one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

27.   The apparatus of claim 25 wherein the display module is included in the handheld communication device.

28.   The apparatus of claim 27 wherein the display module includes a liquid crystal device.